

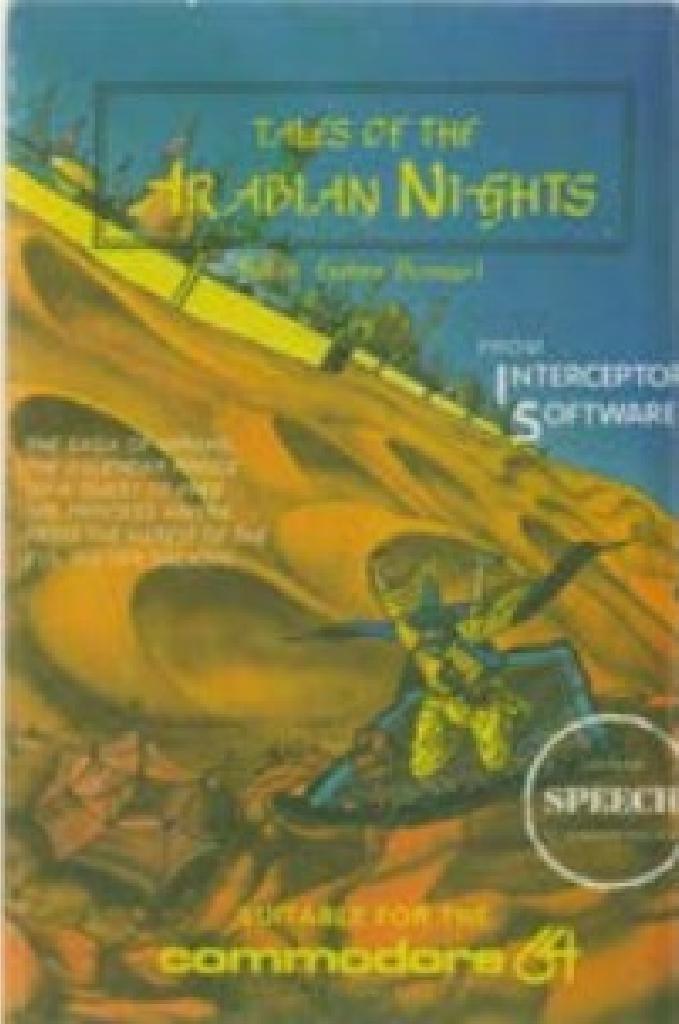


## Tales of the ARABIAN NIGHTS

PUBLISHED BY:-

INTERCEPTOR SOFTWARE  
MERCURY HOUSE

CALLEVA INDUSTRIAL PARK  
ALDERMASTON  
BERKS



## TALES OF THE ARABIAN NIGHTS

To explore this program you will require a Commodore 64.

INTRODUCED

The first full colour C64 game since 1985! This program will automatically load and run without the C64 tape support being the case from cassette II - see cassette in Part I.

The working mode, that is just the C64 menu, has to wait a while because above the game is presented. After less than 10 seconds, the key to start:

INTRODUCED on this page:  
C1 - music on/off  
C2 - speech on/off  
Press F1 to start game.

### PLAY GAME

Save yourself the Arabian Prince through the survival of many Arabian nights. On each night, the main party goes into a different castle, in the centre of which is a tower to climb our difficulties. At other times, he goes on safe and quiet journeys through deserts, crossing seas or bypassing active lava flows. The guard for the princess is a long and difficult - even dangerous task in the Arabian night.

On the outside of the cassette tape is printed 'The Tales of the Arabian Prince'.



WRITTEN BY SAM GRAY  
PRODUCED BY RICHARD PAUL JONES  
MUSIC BY CRAIG COO.



INTERCEPTOR

MERCOS Ltd, Union House, The Green, Tadley, Hants.

# THE TALE OF THE KALENDAR PRINCE

An expectant rush arrived upon the tributary Schakeranda, most famous story-teller of the Bedouin, stood in the moonlight between the palm trees, and began her tale.

"Long ago, in the city of Bagdad, there lived the Sultan Saladin. Convinced of the faithlessness of women, he swore to put to death each of his wives after the first night. In time hisavarious gaze fell upon beautiful Anira, a princess of the Kalandar province. His soldier's curse stony in the night, and by dawn they and their helpless Captain were far away. The fate of the wives of Saladin was known throughout Arabia, and greatly was he loathed by the people of the land. But such was the awesome might of his armies, that no-one dared oppose him, even in thought. None that is, save Imrahil, eldest prince of Kalandar, who set out on the trail of his beloved sister with vengeance in his heart. His quest began aboard Sinbad's ship, sailing the Red Sea. Despite the many hazards of this long ocean voyage, Imrahil safely came ashore at the delta of the river Ayril. Abord a simple raft, he followed the river upstream until the waters swept him into a great cavern, deep in the bowels of the earth. Here he fought with the bewitched goblins of Al-Khermed, too dreadful even to imagine! Escaping from the cavern, on a flying carpet stolen from the blind weaver Ahm-Drosta, Imrahil fought his way through the skies, across the burning desert - to Bagdad! Dodging the Guards at the city gates, Imrahil ran along the high walls to the garden of the Sultan's Palace. He climbed swiftly up the tallest tree in the garden, and jumped through a window into the palace. He fought past the guards, and reached the battlements, where Anira was being held by the Sultan. Swiftly they leapt together upon the carpet, and rose high above the roofs of Bagdad.